

# REAPER<sup>TM</sup>

THE SYSTEM



[illegible]



**Reaper** is a fast paced and deadly fantasy miniatures rule set. It is designed to complete large scale 25mm, 300 to 500 figure battles within a reasonable time frame, usually 3 to 5 hours.

**1.00 Figure Mounting:** Figures should be mounted individually on bases. The recommended base sizes for figures is as follows:

	25mm	15mm
<b>Infantry:</b>	Front facing 3/4" Depth 3/4" or as needed	Front Facing 1/2" Depth 1/2" or as needed
<b>Cavalry:</b>	Front facing 3/4" Depth 2" or as needed	Front Facing 1/2" Depth 1/2" or as needed
<b>Command:</b>	Front facing 3" Depth 3" or as needed	Front Facing 2" Depth 2" or as needed
<b>Monster:</b>	Front facing 4+" Depth 4" or as needed	Front Facing 2+" Depth 2" or as needed
<b>Chariot or Elephant:</b>	Front facing 3+" Depth 6" or as needed	Front Facing 2+" Depth 3" or as needed

Because of the vast array of fantasy miniature rule systems available today, the above measurements are only suggested sizes. As long as all figures used in a battle are mounted on a consistent basis, this rule system can be used. Players using multiple figures mounted on a single base should use casualty caps to keep track of figures killed. Players using 15mm figures should reduce all listed ranges and distances by 50%

**1.10 Dice:** **Reaper** requires only ten sided dice and a ruler to play. All measurements (*movement, magical spells and archery ranges*) are shown in inches. Die rolls are read as follows:

**1d10** - Roll one ten sided die and use the number that appears. A Zero is read as a ten.

**2d100** - This is a *percentage* type roll and is used to produce a number between 01 and 100. To do this use two ten sided dice, declare one color to be read as the *10 Digit*, the other die will be read as the *01 Digit*. The resulting dice roll is read as a single number. A double Zero is read as one hundred.

**2.00 - Turn Sequence:** **Reaper** is played in turns, each turn consists of two phases:

**Phase 1 - Initiative Phase** - Each player rolls initiative.

**Phase 2 - Action Phase** - The player with the highest modified initiative performs *Actions* such as *Movement, Archery Fire, Melee or Magic*, for all **Class 1** figures *ONLY* that are in his army. Followed by the player with the second highest modified initiative roll etc. After all **Class 1** figures on the table have moved, the player with highest initiative *Moves, Conducts Archery Fire, Melee and Magic*, for all **Class 2** figures. Followed by the player with the second highest initiative roll, etc. This procedure is repeated until all figures on the table have either passed or conducted an action.

**2.10 - Optional Turn Sequence:** For two player games or for multiple player games with only two sides players can eliminate the initiative phase portion of the Turn Sequence and alternate the Action Phases.

**2.20 - Initiative:** At the start of each turn, players determine the order of play for the turn. Each player adds together their command points and then adds this total to a 2d100 die roll. The players then use this result to determine the order of play for the turn. Highest player goes first followed by the player with the second highest roll etc. In the event two players tie on their initiative roll, the order of play is first determined from all players initial roll. The players tied for a particular position, *first, second, third, etc.* then roll between themselves to determine the final order.

**Command Points:** +10 for each Sergeant still remaining and in good morale status.

+20 for each Army Commander still remaining and in good morale status.

*Example: Four players roll for initiative. Player One has two sergeants (+10 for each one) and two army commanders (+20 for each) for a total of +60. He rolls 2d100 receiving a 24. His modified initiative is an 84 (60 command points + 24 from the dice roll), Player Two has no sergeants or army commanders and rolls a 46, Player Three has one army commander and rolls a 14 on the dice which makes his modified initiative 34, Player Four has two army commanders and rolls an 06 on the dice which makes his modified initiative roll a 46. In this example Player One goes first, Player Three goes last, and players Two and Four roll 2d100 and add their Command Points again to now determine which one will be second and which one will be third in the current turns order. The higher roll being second and the lower being third.*

No two players should have the same position in order at the beginning of a turn.



**2.30 - Action Phase - Movement, Archery, Melee and Magic:** In general, during the second phase of a turn, players perform *actions* with all **Class 1** figures in the order determined during **Phase 1** of the turn. After all players have completed the *actions* of all **Class 1** figures, players begin performing the *actions* of all **Class 2** figures in the order determined during **Phase 1** of the turn. This procedure is repeated until all players have had a chance to perform *one action* with all figures of all class types on the table. Each player is allowed to conduct only **one action Per Complete Turn** for each figure in his army. The actions available for a player to choose from are:

**Pass** (*player chooses not to perform an action with a figure*)

**Move and then Conduct a Melee**

**Move and then Conduct Archery Fire**

**Move and then Cast a Spell**

**Move**

**Cast a Spell**

**Conduct Archery Fire**

**Rally from Bad Morale**

**2.40 - Optional Action Phase:** Instead of conducting actions for each Class of figures one at a time, players may choose to use the following sequence: All **Class 1** figures, then all **Class 2,3,4** and **5** figures in any order, then all **Class 6** figures. This three round action phase greatly speeds up play and can be used during an entire game or can be used to speed up the bloody conclusion of a battle.

**3.00 - Movement:** You can only move **your** figures during their appropriate action phase. Move your figures individually. You do not have to move a figure, or move a figure its maximum movement range. A figure may change its facing as often as desired either *Before*, *During* and at the *End* of its move. Initiating a melee, shooting an arrow, or casting a spell ends a figures movement, even if the figure has movement remaining. Infantry figures may move their **full** movement and still initiate and conduct a melee. Bow armed infantry figures may move up to **three quarters** of their maximum range and shoot an arrow. Crossbow armed infantry figures may move up to **one half** of their maximum range and still shoot an arrow. Bow armed cavalry figures may move up to **three quarters** of their maximum range and still shoot an arrow. The bowarmed crew figures in a chariot or on an elephant may shoot even if the chariot or elephant moved its maximum movement range. A bowarmed figure may forfeit its chance to shoot an arrow and move up to its maximum movement, and/or initiate a melee. **Undead** figures such as Zombies, Skeletons, etc. subtract 4" of movement from the maximum range of the figures type. If the undead is bow armed, this is done prior to computing the figures maximum movement range to still be able to shoot an arrow.

*Example: An Undead, Bow armed, Class 5, Medium Infantry figure is going to move and shoot an arrow. Class 5, Medium Infantry may move up to a maximum of 10". Since the figure is an undead, 4" is subtracted from the maximum movement allowed, leaving 6" maximum movement available for the figure. Since the figure is bow armed and wants to shoot an arrow, it may move up to One Half of its movement and still shoot the arrow. In this example the undead archer could either move up to 6" and not shoot an arrow, or move up to 3" and shoot an arrow.*

Movement ranges are determined by the class of the figure. Figures are classified as follows:

Class	Max. Movement	Description
1	20"	LC - Light Cavalry - This includes mounted figures riding Horses, Camels, Wolves, etc. and the figure has little or no armor on both the rider and its mount.
2	16"	MC/SM/LCH - Medium Cavalry, Small Monsters, Light Chariots - This includes: mounted figures with a medium grade of armor like chainmail, smaller than man sized monsters and light chariots (maximum 2 horses and 2 crew).
3	14"	HC/MCH - Heavy Cavalry, Medium Chariots - This includes: mounted figures with full or partial plate armor and medium chariots (maximum 3 horses and 3 crew).
4	12"	LI/MM/HCH/ELPT - Light Infantry, Medium Monsters, Heavy Chariots - This includes: infantry with little or no armor, man sized monsters, Elephants and heavy chariots (4 or more horses and 4 or more crew).
5	10"	MI/XHCH - Medium Infantry, Extra Heavy Chariots - This includes infantry with a medium grade of armor such as chainmail and extra large or armored chariots and equipment.
6	8"	HI/LM - This includes both infantry with partial or full plate armor and monsters that are larger than man sized.

The physical appearance of figures should be represented by their classification. Since a players interpretation of figure classification is broad, players should declare their *Troop Types* to their opponents prior to play.

Chariots include all pulled, towed or drawn vehicles such as war wagons, siege engines and siege towers. Players should classify these types of figures appropriately as to their size, the amount of armor they carry and the number and type of figures used to move it.

**3.10 - Mixed Unit Action Phase and Movement:** At the start of a game, players may form mixed units made up of different classes of troops. Mixed units conduct all of their actions only during the action phase that the highest troop class type present in the unit would. Figures in a mixed unit may leave the unit and a player may disband a mixed unit at any time. Figures that leave a mixed unit cannot rejoin and a player cannot form any mixed units after the start of play.

**3.20 - Cavalry:** It does not use any movement to dismount a cavalry figure. A dismounting bow armed cavalry figure cannot conduct an archery attack if it moved over one half of its maximum movement range mounted. A cavalry figure cannot use an Infantry Longbow or Crossbow while mounted. If a cavalry figure is bow armed, it may conduct defensive archery fire as outlined in Section 4.00 if the horse is the only target of the archery attack. A cavalry figures horse defends against melee and archery attacks using the same modifiers as its rider would. A cavalry figures horse does not check morale as outlined in Section 7.00, in the event it ties with an attackers melee or archery attack *Net Modified* die roll, it is *Killed* and the melee attacker does not check morale. A cavalry figure that has its horse killed, but the rider survive, is removed from play and is replaced with a similar infantry figure. A cavalry figures rider must be engaged before an attacker can initiate a melee against the horse.

**3.30 - Movement Modifiers:** Certain types of terrain and obstacles will modify a figures movement range. Movement modifiers apply when a figure enters that type of terrain or negotiates a listed obstacle.

*Example: A Class 5 MI figure begins a turn with 10" of movement. The figure starts its movement in Open Terrain and moves 3" to enter a Road, at this point the figure has 7" in movement range remaining. The figure now moves along the Road 6" and enters Heavy Woods, since Road movement Doubles an infantry figures normal movement rate, the figure still has 4" of movement range remaining. (10" minus 3" Open Terrain Movement, minus 6" Road Movement x .5 = 3" Cost, Leaving 4" remaining) Since an infantry figures movement is halved in Heavy Woods the infantry figure may move up to 2" into the woods.*

Movement modifiers are as follows:

Type	Cavalry	Infantry	Monster	Elephant/Chariot
Roads or Good Trails	x 2	x 2	x 2	x 2
Open Terrain or Light Woods	x 1	x 1	x 1	x 1
Scrub Terrain, Med. Woods or Field Works	x .75	x 1	x 1	x .5
Rough Terrain or Heavy Woods	x .50	x .75	x 1	x .25
Sand, Marshes, or Rivers at Crossings	x .25	x .25	x .25	x .25
Ladders or Small Walls	Not Allowed	x .50	x .50	Not Allowed

**4.00 - Archery:** During a players particular class of figures action phase, archery fire (*resolution, or movement and resolution*) is conducted after a target has been selected. Once a shooting player has selected a target, he should move any additional bow armed figures that will be shooting at the chosen target as desired. He then declares which figures will fire at the target (*both figures that moved and figures that did not move*). If the **Defender** or target figure is bow armed and an attacking figure is within range of its bow, it can take defensive archery fire. The player controlling the **Defender** or target figure of the archery attack now chooses **ONE** of the attacking figures shooting at it to take defensive archery fire against. (*the defending target figure can choose only ONE of the attacking archers to take Defensive Archery Fire against no matter how many attacking archers there are*) The player controlling the target figure now resolves its defensive fire. If the attacker is *Killed* by this defensive fire, it is still able to shoot with all other attacking archers before the figure is removed from play. In the event a target is *killed* before all archers which declared fire on the target have had a chance to shoot, the *unused* fire is lost and the archers are **not** allowed to declare or shoot at another target. A target may only be shot at **once** during a players particular class of figures action phase. The same target may be shot at again by the same player during a later classes action phase.

*Example: During the Class 1 - Light Cavalry action phase, a bow armed target is declared by the active player, the target resolves defensive fire, the attacking player then resolves all fire against the target. The target survives the attack. The active player is not allowed to shoot at this target again during his current Class 1 action phase. He could however shoot at this target again during his following Class 2 action phase. This target could also be shot at during the Class 1 action phase by any player with a higher initiative since that player would be conducting his actions after the completion of all actions by players with a lower initiative.*





A bow armed figure may fire at **one** target during its action phase, it may conduct defensive fire against different sets of archery attacks as many times as required. For a players figure to be eligible to and shoot an arrow it must **not** have exceeded the movement restrictions outlined in **Section 3.00**. A players archery figure that moved in excess of the restrictions can still conduct defensive archery fire. The shooting figure must have clear **Line of Fire (or sight for a magic user)** to the target. The shooting figure must be in good morale status and is **not** shooting into a melee. The shooting figure is **not** engaged in melee. The figure being shot at is within the shooting figures bow range. The **attacking** shooting figure must **not** have conducted any melee or magic during the current action phase, a target figure can still conduct defensive archery fire if it has conducted actions earlier in the current action phase due to its earlier initiative. During the current action phase, a player can conduct defensive archery fire with a figure against an attack with a player that has an earlier initiative, and still conduct normal activity during its subsequent initiative.

A player may conduct archery fire with a two rows of infantry archer figures simultaneously, if the second row is in direct base to base contact with the front row. A player may also conduct archery fire with two rows of bow armed cavalry figures simultaneously, if the second row of bow armed cavalry figures are in direct base to base contact with the front row. Up to four rows of bow armed figures may be fired simultaneously if the first two rows are infantry and the second two rows are cavalry.

**4.10 - Line of Fire & Sight:** A figure has **Line of Fire and or Sight**, if **no** object, wall, figures base edges, or terrain type is within **one quarter** of an inch of the straight flight path of the arrow.

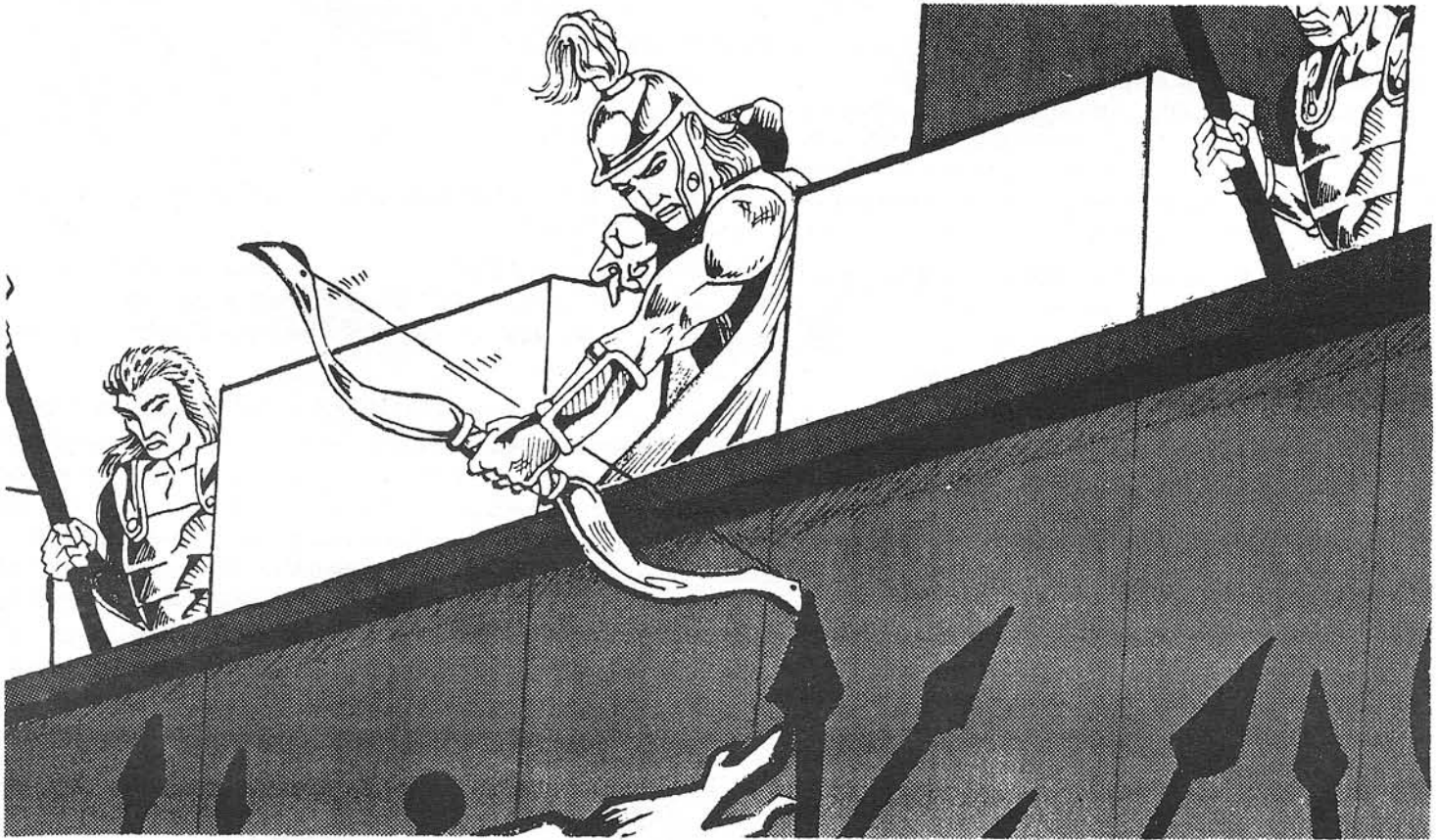
**4.20 - Shooting Into or Out of a Melee:** No bow armed figure may shoot into or out of a melee. A melee is occurring when two or more opposing figures are in base to base contact.

**4.30 - Ranges:** The range of a figures bow is determined as follows:

Chariot or Cavalry Bow or Crossbow	15"	Infantry Bow	20"
Infantry Long Bow	30"	Infantry Crossbow	20"

**4.40 - Cover:** There are two types of cover, *Soft* and *Hard*. Soft cover such as shrubs, open fences, light howdah or a field of stakes give the defender in an archery attack a +1. Hard cover such as castle wall merlons, murder slits, heavy howdah, building windows and solid fences give the defender in an archery attack a +2. Cover modifiers apply only in archery combats. The modifier applies only if the direction of the attack is such that the defender would be helped by the cover. Modifiers for cover are added to a defenders *Net Modifier*.





**4.50 - Archery Fire Resolution:** The shooting figure is the *Attacker* and the target figure is the *Defender*. Each player adds and subtracts, **Combat Modifiers** that apply, and a figures **Racial Archery Base**. This procedure will produce a *Net Modifier* for each the Attacking player and the Defending player. Each player then rolls 1d10 and adds or subtracts his *Net Modifier*. If the **Attacking** players modified die roll is **less** than the **Defenders** modified die roll, there is **no** effect from the fire. If the **Attackers** modified die roll **equals** the **Defenders** modified die roll, the defender makes a **Morale Check** (This procedure and its effects are described later in Section 7.00). If the **Attackers** modified die roll is **greater** than the **Defenders** modified die roll, the defender is *Killed* and the figure is removed from play. Modified die rolls can be greater than ten or less than zero.

*Example:* A **Class 5, Medium Infantry** figure armed with a *longbow* is going to shoot an arrow. The shooting figure is in **good morale** status, has moved **less than half** of its movement range and has a **valid line of fire** to another figure that is within the bows range. The target figure has heavy armor and a shield. The **Attackers** modifier is **+1** for the *longbow*. The **Defenders** modifier is **+2** for heavy armor. Each player rolls 1d10 and adds their modifier. The **Attacker** rolls a 7 modified to an 8. The **Defender** rolls a 5 modified to a 7. Since the **Attackers** die roll was greater than the **Defenders** die roll, the **Defender** is killed and the figure is removed from play.

**5.00 - Melee:** *Melee* is actually a **two part** procedure. During a players particular class of figures action phase, a player may initiate as many melees as desired, and may do so at any time during his current action phase. However, he only has one chance to resolve all melees he has initiated. Once melee resolution has been started by a player, he must resolve all melees he has initiated at that time. After a player has resolved his melees he **cannot** initiate or resolve any further melees during his current classes action phase. Any figures that were engaged in a melee, but were unable to attack because the defender was killed by another friendly figure **cannot** perform any other actions for the remainder of the current action phase.

*Example:* A player with **ten Class 1 Light Cavalry** figures is conducting their action phase. **Five** of the figures remain stationary and shoot arrows at a single target, **the defender survives the archery attack**, so the player initiates a melee with the same defender using **three** of the five remaining figures capable of an action. The player then chooses to resolve his melees and does so, **the defender survives the melee**. Since the defender has already been shot at once during the current class action phase, and since the player has resolved melees for the current action phase, the remaining two figures capable of an action, **cannot** initiate a melee with any figure, or conduct archery fire at the target already shot at. However they can perform other actions such as **Pass, Move, Move and Conduct Archery Fire, or Conduct Archery Fire**, (the last two actions against a target other than the one already shot at).

A melee has occurred when a player's figure is in base to base contact with any other enemy player's figure(s). During a player's movement of a particular class of figure, he may initiate melees. To be eligible to initiate melees, the attacking figures must not exceed their maximum movement range or conduct archery fire or magic during the current action phase. The attacking figures must be in good morale status. The attacking figures must **contact** any portion of an enemy base with some portion of the front side of their bases. An attacking figure initiating a melee may **choose** to contact more than one enemy figure base, thereby engaging more than one figure at a time. To do this, the attacking figure must be able to contact the chosen enemy's figure base simultaneously with the front portion of his base.

In the event a player *forgets* to resolve a melee during his particular class's action phase, he **forfeits** his ability to do so and the attacking figure is moved back so as not to be in contact with the defender.

**5.10 - Front Portion of a Base:** The front portion of a base is defined as the front side (*the direction the figure is facing*) flat portion of the base as well as the flat sides (*left and right of the front*) of the base. **Front Corner** contact only is a valid engagement. **Rear Corner** contact only is **not** a valid engagement. **Exception:** All sides of a Chariot or Elephant base and any figure in a valid pike formation are always considered a valid engagement.

**5.20 - Defender Attacked From Rear:** This situation occurs any time a defending figure is attacked from the rear. A defending figure is considered to be attacked from the rear if it is unable to engage all attacking figures with some front portion of his base. A defender **may** change facing to engage the first attacking figure. A defender may also change facing a second time when engaged by a second attacking figure in an attempt to engage both figures simultaneously. A defending figure is **not** allowed to change its facing a **third** time or allowed to attempt to engage a third figure simultaneously. Any attacking figure able to engage the defender from the rear will add the *Defender Attacked From Rear* modifier. Figures in a valid pike formation **cannot** be attacked from the rear and are not required to change facing to engage an enemy (*it is assumed for the sake of maintaining the formation that any figure engaged at the rear of the formation has turned to engage the attacker*).





**5.30 - Combat and Situation Modifiers:** Before resolving a melee, each player will add and subtract all *Combat*, *Situation* and *Racial Base* archery, infantry or cavalry modifiers that apply. This procedure will result in a *Net Modifier* for each player. Net modifiers can result in positive or negative numbers as well as a zero. Modifiers are *Cumulative*. Some modifiers apply to both melee and archery fire, some modifiers apply to only melee and some apply only to archery fire. Refer to Section 5.40 that follows to determine archery modifier applications. Combat and situation modifiers are as follows:

**Combat Modifiers:**

The following modifiers apply to both the Attacker and the Defender and should be added or subtracted to each figures Racial Base as they apply.

+2 Two Handed Weapon	+1 Infantry Longbow used during archery fire
+1 Higher Elevation	+2 Infantry Crossbow used during archery fire
+1 Veteran Status	+2 Heavy Armor
-1 Militia Status	+1 Medium Armor
+1 Sergeant	+1 Fanatic
+1 Army Commander	+2 Reaper

The following modifiers apply only to the Attacker or Defender as listed, and should be added or subtracted to each figures Racial Base as they apply.

**Attacker:**

- +1 Infantry In Pike Formation
- +3 Defender Attacked From Rear
- +1 Per Extra Engaged Figure

**Defender:**

- +2 Infantry In Pike Formation
- +3 If Undead Figure is Defending Against Archery Attack
- +1 Per Extra Engaged Figure

The following Situation modifiers apply only to the ATTACKER, and should be added or subtracted to the ATTACKERS Racial Base as they apply.

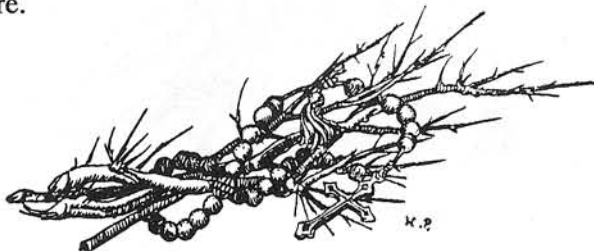
- +1 Cavalry, Medium Monster or Infantry on Elephants vs Infantry or Small Monster
- +1 Large Monster vs Cavalry or Medium Monster
- +2 Large Monster vs Infantry or Small Monster
- 1 Infantry or Small Monster vs Cavalry, Medium Monster or Infantry on Elephants
- 1 Cavalry or Medium Monster vs Large Monster
- 2 Infantry or Small Monster vs Large Monster

**5.35 - Plus One Per Extra Figure Engaged:** Each figure after the first one engaged in the same melee, either attacker or defender, receives a +1 modifier per extra figure. This modifier is only applied if the extra figures are engaged with only ONE figure.

*Example: A defending figure is standing alone, an attacker initiates a melee using three figures, the attacker moves the first figure up and engages the defender from the front, the attacker moves the second figure up and also engages the defender from the front, the attacker then moves the third figure up and engages the defender from the rear. The defender is unable to change facing to attempt to engage the third attacking figure. Since three attacking figures engaged the same and only ONE defending figure, each of the attacking figures receives +2 (+1 for the second figure to engage and +1 for the third figure to engage). The attacker that engaged to the rear is at +5 (+2 for the extra engaged figures and +3 for attacking a defender from the rear). Second Example: One attacker engages a line of figures and places his base to come into contact with three of the defenders at once. Since the defenders are engaged with only one figure they each receive a +2 (+1 for the second figure and +1 for the third figure) This modifier is adjusted as needed during combat resolution.*

*Example: In the above example of the defender attacked by three figures, if the first melee resolved is the one to the defenders rear (the +5 attacker) and the defender survives, then during the next melee resolution with one of the attackers to the defenders front the attacker is at only +1, if the defender survives that melee the next and last one is with no modifier for the attacker.*

**5.40 - Archery Attack and Defending Modifiers:** The Attacker in resolving archery fire can only apply, its racial base Archery modifier. A +1 if the figure is armed with an Infantry Longbow or a +2 if the figure is armed with an Infantry Crossbow. A +1 if the archer is a Veteran or a -1 if the archer is Militia. A +1 if the figure is a sergeant or an army commander. A +1 if the archer is a fanatic. The Defender can only apply its racial base Infantry or Cavalry modifier, a +2 for Heavy Armor, a +1 for Medium Armor if the figure has either, or a +1 or +2 for the benefit of cover as outlined in Section 4.40. If the Defending figure is an undead it adds a +3 to its defending die roll. No other *Combat Modifiers* or any of the *Situation Modifiers* apply to archery fire.



**5.50 - Pike Formations:** For a figure to receive the pike modifier it must be part of a valid pike formation. A valid pike formation requires at least nine figures placed in a three figure wide three rank deep formation to be valid. Formations larger than nine figures are allowed. A pike formation must maintain straight sides, circular formations are not allowed. Figures in a pike formation receive the bonus as long as there are at least nine figures remaining in the formation during combat resolution. During the combat resolution phase, a pike formation may lose its shape and gaps in the line may occur as casualties are suffered by the formation, but all figures in the formation continue to receive the pike bonus as long as there are still nine figures remaining. At the point in which a pike formation drops below nine figures it is considered broken and the remaining eight figures do not receive the pike modifier if combat resolution for them has not already been resolved. A pike formation is formed during a player's action phase. All figures in a pike formation must have had a pike purchased for them.

**5.60 - Higher Elevation:** The higher elevation modifier applies when a figure is at least **one half** its own height above the other figure it is engaged with. This modifier applies only to situations where a figure is elevated by it standing on a man made or natural object such as a rock, wall, wagon, etc. A figure's natural height advantage is taken into consideration in the situation modifiers. This combat modifier **cannot** be added to a **positive** situation modifier and thereby increase a figure's *Net Modifier*. This combat modifier can however apply to a figure with a **negative** situation modifier and be used to offset this negative if the figure is standing on a large enough object that better its situation.

*Example: An attacking cavalry figure standing on a ledge is engaged with an infantry figure. Since an attacking cavalry figure receives a +1 situation modifier when engaged with an infantry figure, it cannot receive the +1 higher elevation combat modifier also. If an attacking infantry figure is standing on a wall that is high enough to put it at par with a cavalry figure that it has engaged, it can use the +1 higher elevation combat modifier to offset the -1 situation modifier that applies to this type of engagement.*

**5.70 - Melee Resolution:** The figure that *Initiated* the melee is the **Attacker** and the figure(s) engaged by the attacker are the **Defender(s)**. The attacker chooses in what order melees will be resolved. To resolve a melee, each player adds and subtracts **Combat Modifiers** and **Situation Modifiers** that apply, and a figure's **Infantry** or **Cavalry Racial Base**. This procedure will produce a *Net Modifier* for each the attacking player and the defending player. Each player then rolls **1d10** and adds or subtracts his *Net Modifier*. If the **Attacking** player's modified die roll is **less** than the **Defenders** modified die roll, the attacker is *Killed* and the figure is removed from play. If the **Attacking** player's modified die roll is **equal** to the **Defenders** modified die roll, **both** the attacker and defender make a *Morale Check* (this procedure and its effects are described later in Section 7.00). If the **Attacker's** modified die roll is **greater** than the **Defenders** modified die roll, the defender is *Killed* and the figure is removed from play. Modified die rolls can be greater than ten or less than zero.

In the event an attacking figure initiates a melee with more than one figure simultaneously, the attacker chooses which defender to attack first. If the attacking figure survives the melee he then chooses the next defender he wishes to attack. The attacker continues this procedure until all defending figures are *Killed* and removed from play, or until the attacking figure is *Killed* and removed from play.



**6.00 - Magic:** A magic user is allowed to *Pass*, *Move* or *Move and Cast a Spell* only **Once** during a complete turn. A player may choose which of his class action phases a magic user in his army conducts its actions. The base figure the magic user option is added to does not determine which class of figures a magic user conducts its actions with. (*A Class 6 - HI magic user may conduct its actions during the Class 1 action phase if the controlling player chooses to do so*) All actions completed by a magic user must be done so in a single classes action phase. (*A magic user cannot move during one classes phase and then cast a spell during a later classes phase*)

A magic user can cast a spell at any time during the phase. Once a spell has been cast, no further actions or movement by the magic user is allowed, even if the magic user did not move at all prior to casting the spell.

To cast a spell with a magic user, the player that controls it declares that he is going to do so. He then measures the distance and area of effect for the spell. Friendly figures as well as enemy figures that have any portion of their base inside the area of effect will be attacked by the spell. Friendly figures attacked by a spell will have another player that does not control them, roll for them against the attack. After all targets of a spell have been determined, the players then resolve the attacks.

**6.10 - Spell Area of Effect:** Each spells area of effect is given in the spell descriptions. An area of effect is **always** the area within and including the edge of a **circle**. Players may elect to reduce this area, but they **cannot** change its shape. Certain features such as a large wall or cliff side will stop the effects of a spell from going any further and do not cause a spell to *Balloon* out or to follow a path of least resistance. The range, in inches, given as the area of effect by a spell is the range to measure out in all directions from the spells point of origin. All figures within this range will be attacked by the spell.

**6.20 - Distance of a Spell:** The distance each spell can be thrown is given in the spell descriptions. The distance is measured from the magic users figure base out to the point of the spells origin. Players may reduce the distance of a spell, but they **cannot** increase the distance beyond the amount shown in a spells description.

**6.30 - Death of a Magic User:** At the moment a magic user dies a sudden surge of power is released and some, none or all of the spells still possessed by the magic user cast. The player controlling a magic user that is killed rolls a **1d10 - 4** at the time of death to determine how many spells are cast. After determining the number of spells to cast the player then chooses which ones to cast and the targets of those spells. The spells are then resolved and appropriate racial attack and defense magic modifiers still apply. For this occurrence spell distances are doubled and line of sight rules do not apply. This rule does not apply to a player that voluntarily kills their own magic user.

**6.40 - Spell Loads:** A player can purchase as many spells as desired for a magic user. Once a spell has been cast it is removed from the magic users spell inventory. Players may purchase more than one of a particular spell type. Certain spells can only be purchased by players for a particular race of magic user. These racial spells **cannot** be used by any other race of figure. Once game play has started, no player can purchase additional spells for any magic user, and spells **cannot** be transferred from one magic users spell inventory to another magic users spell inventory. If a magic user is *Killed* before using all spells in its inventory, the unused spells are lost.

**6.50 - Spells:** Spells and their descriptions are as follows:

**Strike - 20 points**                      Distance: 30"      Area of Effect: 1 figure

This spell allows the magic user to conduct a magical archery attack against one figure. The magic user does so with a **+2** attack modifier plus his racial magic attack modifier. This spell is resolved like an archery attack except that the only modifier allowed to be added by the defender is the figures racial magic defense modifier.

**Teleport - 50 points**                      Distance: 20"      Area of Effect: 5 figures

This spell allows the magic user to teleport **five** figures within **4"** of the magic user figure to a different location up to **20"** away from their original point on the game table. Figures teleported cannot conduct any actions after being teleported. Archers that are teleported may conduct Defensive Archery Fire as outlined in **Section 4.00**.

**Bridge - 15 points**                      Distance: 10"      Area of Effect: 6" Long, 1" Wide

This spell enables the magic user to build a bridge **6"** long and **1"** wide. The spell must be cast over water to work and the bridge must start and end on dirt or rock. It **cannot** start or end on anything man made. The Bridge will last until the end of the game, or until the magic user that cast the spell declares it dispelled. For a magic user to dispel a bridge, he must be within **10"** of it and simply declare it gone. The dispelling of a bridge is **not** an action as outlined in **Section 2.30**.

**Resurrection - 100 points**                      Distance: 0"      Area of Effect: Variable

This spell allows the magic user to resurrect 4 infantry or 2 cavalry figures, **No** monsters. The figures are taken from casualties the player controlling the magic user has suffered. If the player controlling the magic user has not suffered any losses during the game, the spell has no effect. If the magic user casts the spell on a dead magic user, the magic user is animated but the figure cannot cast any spells. The resurrected figures are treated as *Undead* figures as described in **Section 9.10**. Resurrected figures are placed within **4"** of the magic user and **cannot** conduct any actions during the rest of the turn in which they were resurrected. An undead figure killed or destroyed cannot be resurrected. Resurrected figures retain only the options allowed for undead figures, all other options not allowed an undead figure are lost. Each magic user can only purchase one of these spells.



**Dispel Resurrection - 70 points** Distance: 15" Area of Effect: Variable

This spell allows the magic user to destroy 2 undead infantry figures or 1 undead cavalry figure no matter how many lives they have accumulated. The player controlling the magic user chooses which figures are to be destroyed. The chosen figures are removed from play. Each magic user can only purchase one of these spells.

**Fireball - 40 points** Distance: 30" Area of Effect: 6"

This spell can only be purchased for use by *Human* magic users. The spell causes all figures within the area of effect to be attacked by a magical fire. It is resolved like an archery attack as described in the strike spell. It will attack only the figures in the area of effect, both living and undead. It will not start fires nor will it heat metal or rock.

**Animate Foliage - 30 points** Distance: 30" Area of Effect: 6"

This spell can only be purchased for use by *Elven* magic users. The spell causes trees and ground foliage to *come to life* and hold all figures within the area of effect in place for the remainder of the turn. Figures moving into the area of effect after the spell has been cast are not affected. Held figures that are engaged, melee at -1. Held figures shot at by archers suffer no penalty. A held magic user cannot cast any spells. Held archers cannot shoot or conduct defensive archery fire.

**Earthquake - 40 points** Distance: 30" Area of Effect: 6"

This spell can only be purchased for use by *Dwarven* magic users. The spell causes all figures within the area of effect to scatter. The player controlling the magic user that casts the spell determines the direction each figure affected will travel. Each affected figure may travel up to  $1d10 + 4$  maximum movement away from their original point on the game table. Figures affected by this spell cannot be moved into melee.

**Lightning - 40 points** Distance: 30" Area of Effect: 6"

This spell can only be purchased for use by *Orc/Other* magic users. The spell causes all figures within the area of effect to possibly be hit by lightening. The player controlling the magic user rolls  $1d10$  for each figure within the area. For each die roll greater than or equal to a six, the figure rolled for has been hit. A figure hit suffers a -2 in a combat resolved like an archery attack as described in the strike spell.

**6.60 - Spell Resolution:** Each spell listed is either resolved as described or like an archery attack. Spells resolved like an archery attack are handled as described in Section 4.00. The attacking player is the magic user and all figures affected are the defenders. Bow armed defending target figures of a spell are **not** allowed to conduct defensive archery fire. Players roll for each figure affected. Unless mentioned in a spells description, **Defenders** will **always** roll a die modified **only** by their racial magic defense value and the **Attacking** magic user will roll a die modified **only** by their racial magic attack value. **No** situation, combat or archery modifiers apply in attacking with a spell or defending against the affects of a spell.



**7.00 - Morale:** Any time two engaged figures tie on their *Net Modified* die rolls each figure must check morale. Any time a defender in an archery attack ties with the *Net Modified* die roll of the attacker, the defender **only** must check morale. Figures that fail a morale check may move up to **one half** of their maximum movement range towards a *Sergeant* or an *Army Commander*. During subsequent turns a figure in bad morale may move its maximum movement range towards a sergeant or army commander. This movement must be in a direction away from the enemy. If movement away from the enemy and towards a sergeant or army commander conflict, the figure will first move away from the enemy and second towards a sergeant or army commander. A figure that is engaged and that fails its morale check **must** disengage by breaking base contact and move away. A figure that is in bad morale status **cannot** initiate any melees, conduct archery fire, or cast a spell. A figure that has a melee initiated against it while in bad morale is **always** a *Defender Attacked From The Rear*. In the event two engaged figures each pass a morale check, they immediately roll for melee again.

**7.10 - Checking Morale:** A figure that must check morale rolls 1d10. A result greater than equal to the amounts listed for the type of figure passes the morale check and is in good morale.

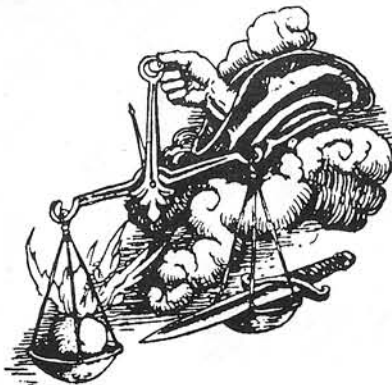
Army Commander	4	Veteran	6
Fanatic	4	Regular	7
Sergeant	5	Militia	8

**7.20 - Rally from Bad Morale:** During a particular figures class action phase, a player may attempt to rally it from bad morale. To rally a figure, it must be within 12" of a sergeant or army commander and the player must roll an amount greater than or equal to the amounts listed above for the particular figure type. The player attempting a rally roll suffers a -1 to his die roll. If a player rallies a figure from bad morale, the figure **cannot** conduct any further actions that turn. If a player does not rally a figure from a bad morale it can **only** attempt to move closer to a any sergeant or army commander as long as it is always within 12" of one.

**8.00 - Sergeants:** Sergeants are figures who by their exceptional strength and valor have risen above all other soldiers. For a figure to attempt to rally it must be within 12" of a sergeant or army commander. Sergeants have an additional +1 in all melee and archery attack combats. Sergeants have an additional 5" added to their maximum movement range. Sergeants are mounted just like the type of figure they represent, infantry sergeants like all other infantry etc. Sergeants should have something to distinguish them from other figures, like a banner or flag, special shield etc. Sergeants that fail a morale check rout as outlined in **Section 7.00** but only move towards an army commander. Sergeants conduct their actions during the same action phase as the base figure the sergeant option was added to would. Undeads **cannot** be sergeants.

**8.10 - Army Commander:** Each non undead army must have an army commander at the start of game play. An army may have more than one army commander. Figures attempting to rally must be within 12" of an army commander or sergeant. Army commanders have an additional +1 in all melee and archery attack combats. Army commanders that fail a morale check must leave the table in a direction that takes them away from the enemy. All figures that **are** or **come** within 12" of a routing army commander must immediately check morale. There is no overall bad affects if an army loses all of its commanders other than routing sergeants can no longer be rallied. Undead armies do not require army commanders, and undeads **cannot** be an army commander. A figure **cannot** be both an army commander and a sergeant.

**8.20 - Fanatic:** Fanatics are figures who possess both contempt for an enemy and complete devotion to their leader. All *Monsters* are fanatics. Any other figure in an army may be declared a fanatic by the controlling player prior to the start of play. Any figure, other than **any** monster, that is a fanatic has a +1 in all melee and archery attack combats. There is no cost in points to declare a figure fanatical. A non bow armed fanatic figure **must** move at least **one half** of its available movement range towards an enemy army each turn. A bow armed fanatic **must** move at least its **full restricted** movement range to be able to still shoot an arrow as outlined in **Section 3.00** towards an enemy army or figure each turn. All types of fanatic figures **must** initiate a melee with an enemy figure if the enemy figure is within the fanatics maximum movement range. This applies even if the fanatic is bow armed. Undeads, sergeants and army commanders **cannot** be fanatical.



**9.00 - Races:** Each race has a base modifier for each type of figure. Base modifiers are added or subtracted as shown to the combat, archery or magic modifiers as they apply in computing a figures *Net Modified* die roll. Racial base archery modifiers are used only in archery attack or defending fire resolution and apply to any bow armed figure of a particular race. Racial base Infantry and Cavalry modifiers are used only in melee resolution. Racial base magic attack modifiers are used only by the magic user casting any spell. Racial base magic defense modifiers are used only by figures defending against a spell. Racial base modifiers are as follows:

Race	Archery	Infantry	Cavalry	Magic Attack	Magic Defense
Human	-1	0	0	0	0
Elf	0	-1	0	+1	+2
Elven figures ignore Woods movement penalties.					
Dwarf	-2	+1	-1	0	+1
Dwarves ignore Rough Terrain movement penalties. Dwarven figures cannot use Infantry Longbows, but can use Infantry Crossbows.					
Orc/Other	-2	0	-1	0	0
Undead	-2	-2	-2	XX	0

**9.10 - Undeads:** Undeads are a special type of figure. Every time an undead *Kills* a non undead figure it is engaged with in melee, it collects its life. An undead figure that kills a non undead figure using archery combat does not collect the life. An undead figure who has collected lives must be *Killed* once for each life collected and once for the figure itself. When an undead figure is engaged in a melee, it continues to fight the melee until all lives it has collected and the figure itself are destroyed. Each figure engaged in melee with an undead must melee at least **once** before continuing the melee. An undead engaged in melee that ties with the *Net Modified* die roll of the non undead figure *Kills* the non undead figure in a that melee. Two opposing undead figures engaged in a melee and that tie in their *Net Modified* die rolls ignore the result and immediately continue the melee. An undead figure that conducts an archery attack against a non undead figure and ties with the non undead figures *Net Modified* die roll causes the non undead figure to check morale. Undeads never check morale. An undead figure that is attacked by an enemy archery attack and ties the *Net Modified* die roll of the attacker considers the attack a miss. Players should track the number of lives an undead figure has collected by stacking small poker chips or counters under the undead figures base. Players **cannot** add training or command options to an undead figure.

**9.20 - Reapers:** Undeads do not have magic users, instead they have **Reapers**. A **Reaper** conducts its actions **only** during the same phase the base figure the **Reaper** option is added to would. During a **Reapers** class action phase it may attack with a *Strike* spell attack **instead** of a melee or archery attack. A **Reapers** strike attack has a range of 30", is +2 for the attack and is resolved just like a strike spell. In addition to this, a **Reaper** has a +2 in melee and archery attack combats added to the figures racial base. **Reapers** are treated like undead figures as outlined in Section 9.10. A **Reapers** strike attack is a natural one, and as such is not purchased like magic user spells are.





**10.00 - Army Organization:** Armies are organized by race. A racial army must consist of at least **70%** of the same type of race. Any army with less than **70%** of one type of race is considered a *mercenary* army. Mercenary armies cost more per figure than racial armies. The remaining **30%** of a racial army may consist of any type of race or undead. Undeads are considered a *race* for army organization purposes and as such an Undead army is subject to the **70%** racial rule. The **70%** rule is based on the total points of an army and **not** on the figure ratio.

**11.00 - Army Point Costs:** To help players adjust and balance battles **Reaper** uses a point system to *purchase* armies. The following are the point costs for various troop types.

**Base Figure Costs:** The first number listed is the cost of a figure to be used in an army of its own race. The second number listed is the cost of a figure that is to be used in a mercenary army. A player organizing his army as a racial army can use up to **30%** of the armies points for figures of a different race. Players purchasing **30%** of a different kind of race of troops for a racial army, use the same cost as if the figures were in a mercenary army.

**Base Figure Costs:**

Race	Infantry	Infantry Archer	Cavalry	Cavalry Archer	To Make a Figure a Magic User
Human	10/15	25/38	15/23	30/45	20/40
Elf	10/15	29/42	15/23	36/52	36/72
Dwarf	15/22	28/41	13/20	26/39	20/40
Orc/Other	10/15	23/35	13/20	26/39	20/40
Undead	10/15	25/38	15/23	30/45	30/60 (for a Reaper)

**Weapon Costs:**

Two Handed Weapons	8
Pike	3
Infantry Longbow	8
Infantry Crossbow	8

(The above weapons cannot be used by cavalry while mounted)

**Armor Costs:**

	Figure	Horse
Heavy Armor	16	8
Medium Armor	8	4

(A cavalry figure must purchase both armor for the rider and the same type of armor for the horse)

**Training Costs:**

Veteran Status	4
Militia Status	-2

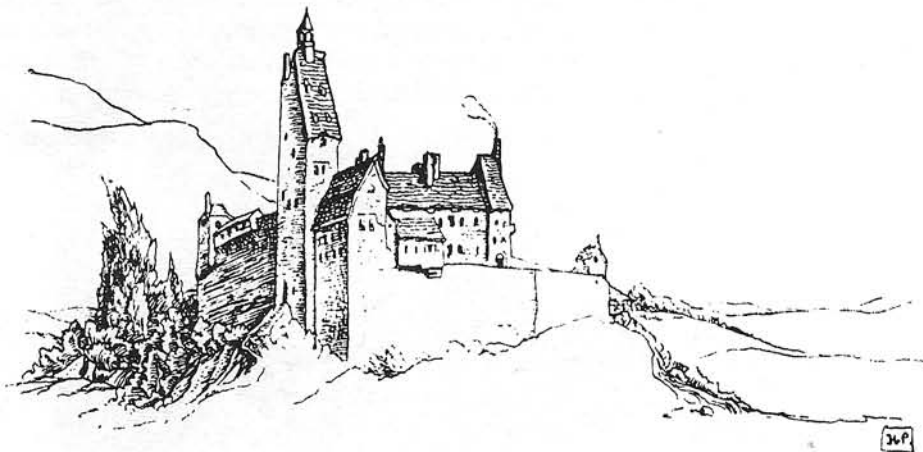
**Command Costs:**

Sergeant	10
Army Commander	20

(The above costs are added to a figures, basic, weapon, armor and training costs)

**Magic User Spell Costs:**

Strike	20	Teleport	50	Bridge	15
Resurrection	100	Dispel Resurrection	70	Fireball	40
Animate Foliage	30	Earthquake	40	Lightening	40



**12.00 - Chariots:** A chariots cost consists of both the horses and the chariot. A chariots crew consists of infantry or infantry archer figures purchased above. Chariot infantry archer figures **cannot** use an Infantry Longbow or Crossbow while in the chariot. No special figure is required to drive a chariot, but a figure in the chariot must be designated as the driver. The driver **cannot** conduct an archery attack if the chariot moves at any time during its action phase, other bow armed crew figures may conduct an archery attack even if the chariot moves its maximum movement range. A chariots crew can always engage in melee all figures in contact with the chariots base.

A chariots horses defend at a base -2 in a melee, and at no base minus against archery attacks. A player can purchase armor for a chariots horses, armor costs the same as for a cavalry horse. Medium armor on a chariots horses decreases the chariots maximum movement range by 2", heavy armor decreases a chariots maximum movement range by 4". A chariot that has a horse killed decreases its maximum movement range accordingly. *(A MCH with three horses has one horse killed, its maximum movement range is decreased by one third)*

Light and medium chariots provide No cover for their crew, heavy chariots provide light cover and extra heavy chariots provide heavy cover as outlined in Section 4.40

All infantry crew figures must be engaged before an attacker can initiate a melee with the chariot horses. There is no movement penalty for a chariots crew to dismount the chariot, but **dismounting** infantry archer figures **cannot** conduct an archery attack if the chariot moved over **one half** of its maximum movement range. If a chariots crew is bow armed it may conduct defensive archery fire as outlined in Section 4.00 if the chariot horses are the only target of the archery attack.

Chariot horses do not check morale, in the event a chariots horse ties with an attackers melee or archery *Net Modified* die roll it is killed and the melee attacker does not check morale. Chariot costs are as follow:

Per Horse	5	MCH	10	XHCH	25
LCH	5	HCH	15		

**13.00 - Elephants:** An elephant can be purchased with or without a howdah. An elephant crew consists of infantry or infantry archer figures purchased above. Elephant infantry archer figures **not** in a howdah **cannot** use an Infantry Longbow or Crossbow. Elephant infantry archer figures in a howdah **can** use an Infantry Longbow or Crossbow. No special figure is required to drive the elephant but one figure on the elephant must be designated as its driver. The driver **cannot** conduct an archery attack if the elephant moves at any time during its action phase, other bow armed crew figures may conduct an archery attack even if the elephant moves its maximum movement range. An elephants crew can always engage in melee all figures in contact with the elephants base.

An elephant defends with no base plus or minus in melee or against archery attacks. Armor can be purchased for an elephant at double the above cost for an infantry figure. Medium armor decreases an elephants maximum movement range by 1", heavy armor decreases an elephants maximum movement range by 3".

All infantry crew figures must be engaged before an attacker can initiate a melee with the elephant. An elephant without a howdah can carry up to three infantry figures. There are two types of howdah, either *Light* or *Heavy*. A light howdah can carry up to four infantry figures and provide light cover for those figures in it. A heavy howdah can carry up to six infantry figures and provide heavy cover for those figures in it.

Elephant crew figures that dismount use **one half** of their maximum movement range to do so and dismounting infantry archer figures **cannot** conduct an archery attack. If an elephant is killed in melee all engaged crew resolve their melees as if the elephant were still alive. After resolving the melees, the elephant is removed from play and surviving crew figures are put in its place. If an elephant is killed by archery fire it is removed from play and its crew is put in its place. If an elephants crew is bow armed they may conduct defensive fire as outlined in Section 4.00 if the elephant is the only target of the archery attack.

An elephant does not check morale, in the event an elephant ties with an attackers melee or archery *Net Modified* die roll it is killed and the melee attacker does not check morale. Elephant costs are as follow:

Elephant	25	Light Howdah	16	Heavy Howdah	48
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**14.00 - Monsters:** Monsters are special and diversified figures. Due to these circumstances, players should design a monster figure using the point costs that follow. Monsters that have special abilities such as a dragons breath should purchase magic user spells that represent the monsters ability. Players that purchase magic spells for a monster have all rules that apply to spells apply to them. Players **cannot** purchase any magic spell for a monster that does not represent an ability the monster figure would possess.

Players **cannot** purchase weapon, training, or command options. Armor **can** be purchased for a monster at **double** the above cost for infantry armor. The purchase of armor for a monster can be used to represent both natural armor like dragon scales or nonnatural armor like chainmail.

Players may purchase melee combat and archery attack modifiers for a monster figure to help represent the monsters natural abilities. All monsters are fanatics as outlined in Section 8.20. A monster checks morale as outlined in Section 7.00. A monster that suffers a bad morale check moves **only** towards an army commander, a sergeant **cannot** rally a monster. A player may purchase the ability for a monster to attack multiple targets it is engaged in melee with at the same time **only** if the monster would possess the natural ability to do so, a scorpion would be such a monster since it could attack once with each pincher and once with its tail.

**Base Monster Costs:**

	No Bow	Bow Armed
SM	15	30
MM	19	34
LM	23	38

**Melee and Archery Attack Modifier Costs:**

Modifier	Melee	Archery Attack
+1	4	19
+2	8	27

**Multiple Attack Archery or Melee Costs:**

Two Attacks	15
Three Attacks	30





# REAPER™

THE SYSTEM 

Written By Ed Pugh & David Pugh

Cover Art Work and Pages 4,5,6,8,10,12,15, By James Burrell

Pages 1,3,7,11,13,14,16 Art Work By Howard Pyle

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## Movement Summary:

Class 1 - LC	20"	Class 4 - LI/MM/HCH/ELPT	12"
Class 2 - MC/SM/LCH	16"	Class 5 - MI/XHCH	10"
Class 3 - HC/MCH	14"	Class 6 - HI/LM	8"

## Movement Modifiers:

Type	Cavalry	Infantry	Monster	Elpt/Chariot
Roads or Good Trails	x 2	x 2	x 2	x 2
Open Terrain or Light Woods	x 1	x 1	x 1	x 1
Scrub Terrain, Med. Woods or Field Works	x .75	x 1	x 1	x .5
Rough Terrain or Heavy Woods	x .50	x .75	x 1	x .25
Sand, Marshes, or Rivers at Crossings	x .25	x .25	x .25	x .25
Ladders or Small Walls	Not Allowed	x .50	x .50	Not Allowed

## Bow Ranges:

Chariot or Cavalry Bow or Crossbow	15"
Infantry Bow	20"
Infantry Long Bow	30"
Infantry Crossbow	20"

## Morale:

Army Commander	4	Veteran	6
Fanatic	4	Regular	7
Sergeant	5	Militia	8

## Race Modifiers:

Race	Archery	Infantry	Cavalry	Magic Attack	Magic Defense
Human	-1	0	0	0	0
Elf	0	-1	0	+1	+2
Dwarf	-2	+1	-1	0	+1
Orc/Other	-2	0	-1	0	0
Undead	-2	-2	-2	XX	0

## Attacker Melee Combat Modifiers:

- +/- Racial Base Modifier - Infantry or Cavalry
- +2 Two Handed Weapon
- +1 Higher Elevation
- +1 Veteran Status
- 1 Militia Status
- +1 Sergeant or Army Commander
- +1 Medium Armor
- +2 Heavy Armor
- +1 Fanatic
- +2 Reaper
- +1 Pike in Formation
- +1 Per Extra Figure Engaged
- +3 Defender Attacked From Rear
- +1 Cav, Md Monster, Inf on Elephants vs Inf, Sm Monster
- +1 Lg Monster vs Cav, Md Monster
- +2 Lg Monster vs Inf, Sm Monster
- 1 Inf, Sm Monster vs Cav, Md Monster, Inf on Elephants
- 1 Cav, Md Monster vs Lg Monster
- 2 Inf, Sm Monster vs Lg Monster

## Attacker Archery Combat Modifiers:

- +/- Racial Base Modifier - Archery
- +1 Infantry Longbow
- +2 Infantry Crossbow
- +1 Veteran Status
- 1 Militia Status
- +1 Sergeant or Army Commander or Fanatic

## Defender Melee Combat Modifiers:

- +/- Racial Base Modifier - Infantry or Cavalry
- +2 Two Handed Weapon
- +1 Higher Elevation
- +1 Veteran Status
- 1 Militia Status
- +1 Sergeant or Army Commander
- +1 Medium Armor
- +2 Heavy Armor
- +1 Fanatic
- +2 Reaper
- +2 Pike in Formation
- +1 Per Extra Figure Engaged

## Defender Archery Combat Modifiers:

- +/- Racial Base Modifier - Infantry or Cavalry
- +1 Medium Armor
- +2 Heavy Armor
- +1 Soft Cover
- +2 Hard Cover
- +3 Undead

## Movement Summary:

Class 1 - LC	20"	Class 4 - LI/MM/HCH/ELPT	12"
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Class 3 - HC/MCH	14"	Class 6 - HI/LM	8"

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Scrub Terrain, Med. Woods or Field Works	x .75	x 1	x 1	x .5
Rough Terrain or Heavy Woods	x .50	x .75	x 1	x .25
Sand, Marshes, or Rivers at Crossings	x .25	x .25	x .25	x .25
Ladders or Small Walls	Not Allowed	x .50	x .50	Not Allowed

## Bow Ranges:

Chariot or Cavalry Bow or Crossbow	15"
Infantry Bow	20"
Infantry Long Bow	30"
Infantry Crossbow	20"

## Morale:

Army Commander	4	Veteran	6
Fanatic	4	Regular	7
Sergeant	5	Militia	8

## Race Modifiers:

Race	Archery	Infantry	Cavalry	Magic Attack	Magic Defense
Human	-1	0	0	0	0
Elf	0	-1	0	+1	+2
Dwarf	-2	+1	-1	0	+1
Orc/Other	-2	0	-1	0	0
Undead	-2	-2	-2	XX	0

## Attacker Melee Combat Modifiers:

+/- Racial Base Modifier - Infantry or Cavalry  
+2 Two Handed Weapon  
+1 Higher Elevation  
+1 Veteran Status  
-1 Militia Status  
+1 Sergeant or Army Commander  
+1 Medium Armor  
+2 Heavy Armor  
+1 Fanatic  
+2 Reaper  
+1 Pike in Formation  
+1 Per Extra Figure Engaged  
+3 Defender Attacked From Rear  
+1 Cav, Md Monster, Inf on Elephants vs Inf, Sm Monster  
+1 Lg Monster vs Cav, Md Monster  
+2 Lg Monster vs Inf, Sm Monster  
-1 Inf, Sm Monster vs Cav, Md Monster, Inf on Elephants  
-1 Cav, Md Monster vs Lg Monster  
-2 Inf, Sm Monster vs Lg Monster

## Defender Melee Combat Modifiers:

+/- Racial Base Modifier - Infantry or Cavalry  
+2 Two Handed Weapon  
+1 Higher Elevation  
+1 Veteran Status  
-1 Militia Status  
+1 Sergeant or Army Commander  
+1 Medium Armor  
+2 Heavy Armor  
+1 Fanatic  
+2 Reaper  
+2 Pike in Formation  
+1 Per Extra Figure Engaged

## Attacker Archery Combat Modifiers:

+/- Racial Base Modifier - Archery  
+1 Infantry Longbow  
+2 Infantry Crossbow  
+1 Veteran Status  
-1 Militia Status  
+1 Sergeant or Army Commander or Fanatic

## Defender Archery Combat Modifiers:

+/- Racial Base Modifier - Infantry or Cavalry  
+1 Medium Armor  
+2 Heavy Armor  
+1 Soft Cover  
+2 Hard Cover  
+3 Undead



*Between the far away past history, and that which lies near; in the time when the wisdom of the ancients was dead and had passed away, and our own days of light had not yet come, there lay a great black period in history, a period of death, of cruelty, and of wickedness.*

### *The time of the Reaper*

*Reaper is a fast paced deadly miniature rules set designed to complete large scale fantasy and medieval period battles within a reasonable amount of time.*



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1660 S. STEMMONS, SUITE 220, LB 11  
LEWISVILLE, TEXAS 75067

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